COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Scholar (Surgeon)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
2	13	1

HEALTH MAXIMUM	CURRENT	DEFLECT
12		1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	16	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
3	ATHLETICS (STR)	●○○○○
2	HEAVY WEAPONRY (STR)	○○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

3	CRAFTING (INT)	○○○○○
3	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
6*	LORE (INT)	●●●○○
6*	MEDICINE (INT)	●●●○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

WEAPONS

Hammer - Melee, Two-Handed
+2 vs. Physical (1d10 + 2 impact damage)

EXPERTISES

[Cultural] Kharbranthian, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Utility] Diagnostics, Triage, Surgery*: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

TALENTS

ERUDITION
Choose one cultural or utility expertise and two different cognitive skills that aren't surge skills (marked with *). You count as having the chosen expertise, and an additional rank in the chosen skills. After a long rest with access to a library, you can reassign these expertise and skill ranks.

FIELD MEDICINE (▸)
Spend 1 focus and make DC 15 Medicine test to treat a conscious willing character within reach, rolling the target's recovery die alongside the test. You gain a disadvantage if targeting yourself. On a success, the target recovers health equal to the recovery die result + 3. On a failure, the target recovers only the recovery die result.

STORMLIGHT™
CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Singer, Leader	Singer

PLAYER NAME

PHYSICAL			COGNITIVE			SPIRITUAL		
STRENGTH	DEFENSE	SPEED	INTELLECT	DEFENSE	WILLPOWER	AWARENESS	DEFENSE	PRESENCE
2	13	1	3	16	3	2	13	1

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Leather armor (Deflect 1) - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Hammer

Artisan Kit
- Chest
- Common clothing
- Ink pen
- Bottle of ink
- Sheet of parchment ×5
- Candle ×5
- Empty glass bottle ×3
- Flute (musical instrument)
- Scale
- Tuning fork
- Surgical supplies (10 uses): *Spend to gain an advantage on a Medicine test.*
- Antiseptic (weak, 5 doses): *Apply during a short rest to restore 1d6 health.*
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS 27

PURPOSE

OBSTACLE

GOALS

_____ ○○○
_____ ○○○
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OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Armor] Leather Armor: You can benefit from this armor's expert traits (included).

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Athletics and 1 rank in Discipline (increasing the modifiers by 1)
- The Swift Healer talent

NOTES

Trained at the Great Concourse of Kharbranth, hospital surgeons in the City of Bells have the best medicines and tools at their disposal. They freely share research and advancements with colleagues, and everyone does their part to uphold the city's venerated reputation. Funded entirely by the city's Palanaeum, **Kharbranthian surgeons** aim to provide exemplary care for anyone who walks through their wards, treating physiological illnesses and addressing mental health concerns free of charge. Medical practice doesn't begin or end with identifying what's wrong; people are more than their diagnoses, so a skilled surgeon focuses on becoming a carer and healer of the whole person.

CONNECTIONS